V2.7/8

"THE EXPERT" USER CLUB

EXPERTISE

THE EXPERT USER CLUB NEWSLETTER
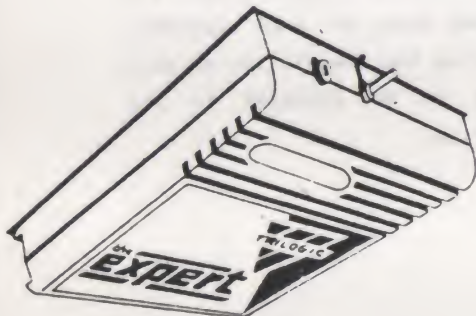
OCTOBER 1986.

Issue 1

CURRENT VERSION is V1.7/8, V2.7/8

Welcome to The EXPERT Users Club and to this, the very first issue of EXPERTISE, the club newsletter, which will be sent to you bimonthly - at least at first. If there are enough contributions from you avid EXPERT users out there, we may bring it out on a monthly basis.

Firstly, I must mention the aims of the club. These are:-

1) To help you get the most from your Expert cartridge.

2) To keep you informed of any imminent upgrades or software extensions for use with the Expert.

3) To let you know of any other hardware or software which can be used with your Expert.

To further the aims of the club, we need contributions (of the literary kind - cash donations should be sent to the Editor in a plain brown envelope°). These can take any form - hints and tips on how to do specific games, questions which we can publish along with answers from our resident Expert expert (sorry)', or feature-type articles on cheats and any other Expert uses. "Don't expect to be paid for you efforts though - the club is non-profit making and surely, gettting in print will be reward enough° Finally, a word about this newsletter.

Under the issue number we will be showing the current software version (as at the first of the cover month) If you don't have it, send off to Trilogic or ask to copy a friends disk. In each feature, we will state which version was used during the compilation of that particular article, so please do not forget to do likewise in any correspondence (whether or not for publication).

CLUB RULES AND REGULATIONS

There are only three rules:-

1) Members must not indulge in any form of software piracy. The Expert is a very powerful tool and is for your own personal use.

2) You must quote your membership number in all correspondence else it will be politely ignored ie destined for the wastebin°

GOSSIP SHOP

NEWS   NEWS   NEWS   NEWS

In November, probably at the Commodore show at the Novotel in London, Trilogic will be releasing the first UTILITY DISK for the EXPERT. This will extend the power and add new facilities to the EXPERT. Cost will be around the £18.00 mark including a dongle. (We hope to negotiate a discount for club members so expect to pay about £15.00).
Supplied on the disk will be a very advanced label generating disassembler, plus other utility programs for file copying, centronics printer driver, screen dump etc. Specific details have still to be finalised so please do not quiz Trilogic - watch this space.

Also announced, is the long awaited Tape based version of the Expert. This will enable anyone without a disk drive to use an Expert. Please state when ordering, which version you require.

Last but least, an upgrade to handle the newer multi-part loaders is in the pipeline - we're told that it'll probably be November before its ready so please be patient.

Before Gossip shop closes for this issue, I just have time to tell you that Trilogic will be marketing some exciting new hardware products which, if all goes according to plan, will be launched at the Commodore show in November. One item will be of particular interest to disk drive owners.....

CHAT CHAT CHAT CHAT CHAT

We heard that some well known games programmers find the Expert a
very useful tool - almost indispensable in fact, when it comes to
writing some machine-code routines. The EXPERT comes into its own when
writing very long programs - some of the latest games use every
available free byte and so this leaves no room for the programmers
assembler/monitor. The EXPERT's 8K ram and machine-code monitor which
can be used over all the 64K is thus ideal.

THE ESM MODULE

This module, which, some of you will have seen at the Manchester
show, fits between the Expert and cartridge port and on it is a led
and a push-button.
Apparently,it was devised some time-ago to overcome the one way
that All cartridges of this type could be defeated. Needless to say,
it is only recently that some programmers have stumbled across this
protection method. Fortunately, the Expert's rivals are left totally
useless it seems (hah hah) and so the Expert comes out on top again.
I don't think the others can utilize a similar add-on module because
none work in quite the same way as the Expert and whatever you do, DO
NOT plug in any other cartridge when the ESM is connected.

THE Q COMMAND EXPLAINED.

Some of you, especially those who don't understand machine-code may have had some difficulty in understanding this command. Correctly using it is vital to the successfull running of programs you have transferred to disk. If you get it wrong, the program may not run at all or may stop at some point or may suffer from corrupted sprites or screen etc.

I won't go into what the Q command does as this is explained in the instruction booklet, however, I will try to explain in more detail, how to use the M command to find the all important 200 free bytes.

I am going to use Exploding Fist as an example, first you must program your Expert using any version of software, type N and then turn your Expert to the off position, then load the tape in the usual way. When the game has loaded turn the Expert on. You are now in the Experts monitor, to find the appropriate Q value for this game you must look through the memory (which is not as difficult as some people think) to find a block of memory 200 bytes long. Now type M 0300 and press return, you will find that the screen looks like this,

```
: 0300 00 00 00 00 00 00 00 00
: 0308 00 00 00 00 00 00 00 00
: 0310 00 00 00 00 00 00 00 00
```

The first four digits are the hex address and the next eight pairs of digits are the contents of the eight memory locations commencing from that address. So what you are looking for is a block of 200 bytes - a block starts when the right hand two digits of the address are 00, (eg '0300 - 03C8 hex).

The next step is to look for one of these blocks which contains the same byte repeated throughout eg 00 or 00 and FF alternately. In Exploding Fist such a block starts at 0300 so to change the Q command just type:- Q 03 (return) You can now save or restart the game using the Z or R command as needed.

If you do not have Exploding Fist, try any of the games on the Q value list - you should be able to see how the published Q value has been found.

Q VALUES.

The following Q values list has been compiled by several Expert
Users - we cannot guarantee that the values are correct. If you wish
the game to start from the beginning when it is reloaded from disk or
tape, alter the Restart address to that shown: to do this type:-

/NNNN (return) where NNNN is the Restart address shown.

Change the Q value and restart address before using the Z command.

SOME PROGRAMS MAY JUMP INTO THE MONITOR WHEN LOADED.

PROGRAM NAME	Q VALUE	RESTART ADDRESS	NOTES
ROCK n WRESTLE	02		
FRANKIE GOES TO H'WOOD	02		
DOOMDARKS REVENGE	02		
EMPIRE	02		
PITSTOP 2	02		
RED HAWKE	02		
MR DO	02		
ROLAND'S RAT RACE	02		
ELECTROGLIDE	02		
DEATH WAKE	02		
VIDCOM 64	02		
BOMBO	04	970E	
KNIGHT GAMES	D4		
TAU CETI	02		
LEADER BOARD	D0		
GHOSTS N GOBLINS	02	0850	
BRUCE LEE	D0		
THE BOGGIT	D0		
REBEL PLANET	40	0FE9	
SPEEDKING	02		
ICUPS	D0	0810	

COLLAPSE	DO	4030	
THE ART STUDIO	DO	62DE	
NOMAD	05	1000	
METABOLIS	E3		
BOUNDER	02	OFCO	
MIAMI VICE	08		
IRIDIS ALPHA	04	4000	
GALAXIBIRDS	DO	2800	
MISSION AD	DO		
ARAC	66		
VALHALLA	DO		
PARALLAX	02	013F	STOP THE GAME IMMEDIATELY
DAN DARE	EE		
FANTASTIC FOUR	DE		
ROOM TEN	DO		
SPIKEY HAROLD	04	7000	JUMPS INTO MONITOR WHEN LOADED
HOODOO VOODOO	DO	FCE2	
WARHAWK	02	6039	
NINJA	DO		
TRIVIAL PURSUIT	59		
JACK THE NIPPER	DO	32B3	
THE LEGEND OF SINBAD	04		
ASTERIX	02		
TRAP	44	1D54	
HAPPIEST DAYS OF YR LIFE	07	BB60	
HARVEY HEADBANGER	DO		

The ESM is required for stopping the following games.

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ALLEYKAT

1) Program the Expert with V1.8/2.8 and press N (return) as usual.

2) Turn the switch to OFF when the computer has reset.

3) Load and run game in usual way.

4) Turn the EXPERT ON when the LED glows.

5) Stop the game on the first screen by pressing the ESM button.

6) Type:- Q04 (return).

7) You can now restart, modify or save as usual.

W.A.R.

1) Switch the computer OFF then ON (do not just reset the computer)

2) Program the cartridge with V1.7/2.7.

3) Press W (return) instead of N

4) Switch the Expert OFF when "READY" appears - the computer will not reset as it does when the N command is used.

5) Now load and run the game.

6) When the led on the ESM glows, turn on the Expert.

7) Stop the game by pressing the ESM button at anytime.

8) Type:- M 017F. and change the line to read:-
   017F   78 A2 5F 9A 20 5D 9F 20 then press RETURN twice.

9) Type:-   Q 51 (return)

10) Now type:- / 017F (return)

11) Now you can restart, save or modify as with any game.

NB. When reloading, turn the cartridge to the OFF position.

IRIDIS ALPHA

1) Repeat steps 1 to 5 as for W.A.R.

6) Type Q04 (return)

7) Now you can restart, save or modify as with any game.